```
<!DOCTYPE html>
<html>
<head>
  <meta http-equiv="Content-type" content="text/html;
charset=utf-8">
  <title>528 TO TRUELY HEAL</title>
<b><H4>528 TO TRUELY HEAL</H4></b>
<b><H4>ONLINETONEGENERATOR-COM - SQUARE - 7.831 EARTH</H4></b>

<script>

var context = null;
var usingWebAudio = true;
if (typeof AudioContext !== 'undefined') {
  context = new AudioContext();
} else if (typeof webkitAudioContext !== 'undefined') {
  context = new webkitAudioContext();
} else {
  usingWebAudio = false;
}

var playing = false;
var osc = null;
var freq = 528;
var STEP_CONSTANT = Math.pow(2.0, 1.0/12.0);

function toggle() {
  var button = document.getElementById("toggle");
  if (playing && osc) {
    playing = false;
    osc.stop(0);
    button.value = "Play";
  } else {
    playing = true;
    osc = context.createOscillator();
    osc.connect(context.destination);
    osc.frequency.value = freq;
    osc.start(0);
    button.value = "Stop";
  }
```

```
}

function updateFreq(newFreq) {
  freq = newFreq;
  if (osc) {
    osc.frequency.value = freq;
  }
  var text = document.getElementById("freqText").value = freq;
  var range = document.getElementById("freqRange").value =
freq;
}

window.onload = function() {
  if (!usingWebAudio) {
    document.getElementById("audioControls").innerHTML =
"<p>Web audio required.</p>"
  }
}

</script>
</head>

<body>
  <div id="audioControls">
    <input id="freqText" type="text" value="528"
onchange="updateFreq(this.value)"/>
    <br>

    <input id="freqRange" type="range" min="0" max="1760"
value="528" oninput="updateFreq(this.value)"/>
    <br>

    <input id="toggle" type="button" value="Play"
onclick="toggle()"/>
  </div>
</body>
</html>
```

https://tinyurl.com/yeyaez4j ... ;
https://shorturl.at/hipst ... ;
https://gg.gg/18lche ... ;
 --Scott A. Barry , sudo passwd root , nmap -Pn -O localhost ...
;
This is The Footer EOF of All of This Useless Drivel
Text .... ;
This is The Second Footer EOF of All of This Useless Drivel
Text .... ;